

DEAL OR NO DEAL®

SETUP

Deal out the money

Deal every player \$225 000 as:

- 1 x \$200 000
- 2 x \$5 000
- 3 x \$3 000
- 6 x \$1 000

A host will likely need to break up their \$200 000 note into smaller denominations in order to pay their offer.

Start the kitty

Take \$1 000 from the BANK and place it in the centre of the play area - this is the KITTY. All other money stays in the BANK to be used during play as required.

Determine the order of play

Each player is randomly dealt a HOST CARD and a CONTESTANT CARD. The player who gets "Host 1" will be the first host and will host a game for "Contestant 1."

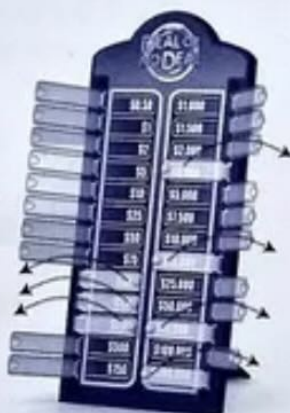
The player who gets "Host 2" will then host a game for "Contestant 2", and so on.

Note: a player cannot obviously be Host 1 and Contestant 1. If this happens during the dealing simply pass this card on to the next clockwise player (and on to the next if necessary).

Set the scoreboard

Place the scoreboard stand in either of the 2 holes in the back of the scoreboard. Position the scoreboard so all players can see it.

Open all the cover flaps.



HOW TO PLAY

1. Host prepares their game

Out of the view of other players, the **HOST** prepares the game as follows:

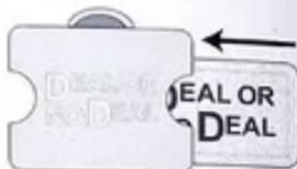
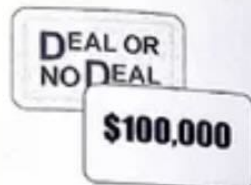
Shuffle the 26 **VALUE CARDS** and place them in a face-down pile (money value facing down).

Shuffle the 26 **BRIEF CASES** and place them in a face-down pile (brief case number facing down).

Slide the value card into the brief case - pick up the first brief case from the pile and the first value card from the pile and slide the value card inside the brief case. Put the assembled brief case face-down and repeat for the remaining 25 cases.

Deal out the brief cases randomly and equally to all other players (except the contestant). These other players are known as **CASE HOLDERS**. Arrange the cases in neat rows in front of each case holder.

Note: if you have 3 or 4 case holders the cases will not divide evenly - there will be 2 remaining. Place the remaining cases in the centre of the play area. The contestant is free to choose these at any time. If a contestant selects one of these cases it is simply opened by the host. No case holders guess or win money from the contents of these extra cases. It is however possible for the host to win from these cases if the value card reads "host wins kitty" - this on the \$0.50 value card.



2. Contestant chooses special brief case

The **CONTESTANT** now begins by selecting **ONE** brief case and places that case in front of them. The contestant is free to choose this brief case from any of the case holders (or from the 2 extra cases in the centre of the play area - if there are 3 or 4 case holders). This special case is only opened if the contestant goes through all 10 rounds.

3. Contestant begins Round 1

The contestant starts their Round 1 by selecting a brief case to be opened by calling out its number.

4. Brief case holder gets to guess

If the chosen brief case is 'held' by a case holder this case holder now has the opportunity to guess the value inside this case. They can choose to have a **FREE GUESS** or a **PAID GUESS**. If they take a free guess and get it correct, they win \$1 000 from the bank. If they pay for a guess and get it correct, they win the value inside the brief case from the bank.

The price of a guess increases with each round (see table to the right).

Money used to buy guesses is added to the kitty.

No player is allowed to hold less than \$200 000 until after they have been host. This is because they must be able to pay their contestant \$200 000 if necessary. So, until they have been host, a player has \$25 000 (plus any money they win from guessing or the kitty) to spend on guesses. A player may choose not to ever pay for a guess.

PAYING FOR GUESSES

The price that a case holder must pay for a guess starts at \$1,000 and increases by \$1,000 each round.

| Round | Guess price | Cases to open |
|-------|-------------|---------------|
| 1 | \$1,000 | 8 |
| 2 | \$2,000 | 5 |
| 3 | \$3,000 | 4 |
| 4 | \$4,000 | 3 |
| 5 | \$5,000 | 2 |
| 6 | \$6,000 | 1 |
| 7 | \$7,000 | 1 |
| 8 | \$8,000 | 1 |
| 9 | \$9,000 | 1 |
| 10 | \$10,000 | 2 |

In Round 10 the contestant opens their special case and wins the contents of this case.

5. The value is removed from the scoreboard

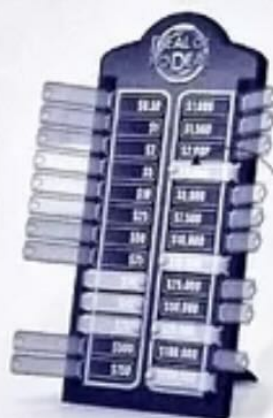
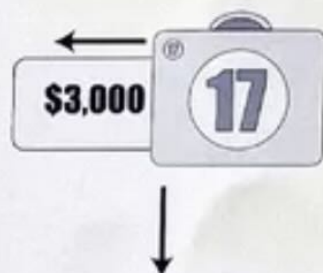
Once the case is opened and the value is revealed, that value is 'removed' from the **SCOREBOARD** by closing the clear plastic cover over the value.

6. The contestant chooses again

The contestant then chooses another brief case, the case holder guesses, and that value is removed from the scoreboard.

Note: it doesn't matter whether a case holder guesses correctly or not, the value is still removed from the scoreboard.

This process continues in rounds as follows:
In Round 1: 6 cases are opened, Round 2: 5 cases, Round 3: 4 cases, Round 4: 3 cases, Round 5: 2 cases, Rounds 6 to 9: 1 case opened. Round 10: 2 cases - see below.



7. The host makes an offer

At the end of each round, the host makes an **OFFER** to the contestant. An offer is any amount of money, up to \$200,000 that the host offers the contestant to try and get them to end their game - that is, to take the offer amount and stop choosing brief cases. See, 'About the offer' on the back page. The money is paid from the host's own money.

IF THE CONTESTANT TAKES THE OFFER the host pays them the offer amount.

The host can now elect to pay to guess the contents of the contestant's special brief case. The host must pay the guess price for the round just played, they cannot have a free guess. If they guess correctly they win the amount shown on the value card from the bank.

The next host and contestant now setup to play and play repeats.

IF THE CONTESTANT DOES NOT TAKE THE OFFER they proceed to the next round of choosing brief cases. When they have chosen all the cases for this round, the host again makes an offer. This play continues for 9 rounds or until an offer is taken.

Round 10 - the last 2 brief cases

If the contestant goes all the way to Round 10 there will be 2 brief cases remaining - one with a case holder (or in the centre of the play area) and the contestant's special case. At this point the host makes one final offer.

If the contestant does not take the offer they must open their own brief case - this is the value they win from the host. The case holder must announce their guess **BEFORE** the contestant opens their special case.

The next host and contestant now setup their game and play repeats.

If the contestant does take the final offer, then the case holder who holds the final brief case **does not** get to guess what is inside their case.

HOW DO YOU WIN?

A full game is completed once all players have played the role of host and contestant. The winner is the player who has the most money at the end of the game.

THE KITTY

Winning the kitty

There are 2 ways to win the kitty. If at any time during play the contestant chooses a brief case that contains the:

Holder wins kitty

The \$750 value card contains the words "Holder wins kitty". The player holding this brief case wins the kitty. The holder does not need to have guessed correctly, they win the kitty either way.



Host wins kitty

The \$0.50 value card contains the words "Host wins kitty". If this card is drawn, the host wins the kitty.

There is one exception to this rule: if a contestant goes all the way to Round 10 and does not take the host's final offer, then even if one of the last 2 brief cases contains the \$0.50 card, the host does not win the kitty.



Empty kitty

If either of the "win kitty" cards are chosen and the kitty is empty, (because a player has recently won it) no money is won.

Re-starting the kitty

If there is no money in the kitty when a new host begins their game, \$1000 from the bank is taken to re-start the kitty. Otherwise the kitty remains empty until players pay for guesses.

TIPS

Who's winning?

From time to time during the game you may wish to pause for a moment and have all players add up how much money they have to see who is winning. This can certainly affect people's decisions as the game gets closer to the end.

Keeping track of brief cases

A good host can easily keep track of how many brief cases have been opened by neatly stacking them in piles of 6, then 5, 4, 3 ... and so on. The host can also assist the contestant by making regular announcements like "Ok, 3 more to open".

ABOUT THE OFFER

Determining the offer

There is no set formula for determining the amount of an offer. And there are many factors that will affect whether or not a player will take an offer. The fun of being a host is trying to persuade your contestant to take the smallest amount possible (to a maximum of \$200 000). However, you may like to use this quick method to get a rough idea of an offer amount and then add or subtract whatever you think.

Add up the total value remaining on the scoreboard and roughly divide it by the number of unopened brief cases. For example: if there is a total of \$120 000 on the board and 11 cases to open, then you would roughly divide 120 000 by 11, giving you, as a guide, an offer amount of about \$11 000.

Negotiating the offer

A host and contestant are also able to negotiate or bargain with one another to arrive at an offer. For instance, let's say the host offers \$8 000. The contestant may say "I'd take \$10 000". After bargaining they may reach a deal of say \$9 000. Or they may decide it's "no deal" and move on.